

**Appln No. 09/437,580**

**Amdt date July 23, 2004**

**Reply to Office Action of April 6, 2004 and Advisory Action  
dated June 28, 2004**

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1-25 (Canceled).

26. (New) A method for horizontally scrolling a display window to the left, the method comprising:

receiving an address line of a plurality of graphics data from a memory;

placing a read pointer initially on the plurality of graphics data at a start of the address line;

blanking out one or more pixels of the plurality of graphics data by placing the read pointer on the plurality of graphics data at a location of the address line after the blanked out pixels; and

displaying the plurality of graphics data starting at the read pointer such that the blanked out pixels of the address line of the plurality of graphics data are not displayed.

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27. (New) The method of horizontally scrolling a display window to the left of claim 26, wherein the operation of blanking out one or more pixels comprise the operation of blanking out one or more bits of the address line.

28. (New) The method of horizontally scrolling a display window to the left of claim 26, wherein each pixel is comprised of a first number of one or more bits, wherein the address line comprises a second number of one or more bits, and wherein the first number is not greater than the second number.

29. (New) The method of horizontally scrolling a display window to the left of claim 28, wherein the first number of bits is selected from the group consisting of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits, and 32 bits.

30. (New) The method of horizontally scrolling a display window to the left of claim 29, wherein the second number of bits is selected from the group consisting of 16 bits, 24 bits, 32 bits, and 64 bits.

31. (New) The method of horizontally scrolling a display window to the left of claim 26, further comprising the operation of receiving a header data packet that includes a numerical value for indicating a number of pixels to be blanked out prior to the operation of blanking out one or more pixels.

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32. (New) A method for horizontally scrolling a display window to the right, the method comprising:

receiving a first address line of a first plurality of graphics data from a memory;

receiving a second address line of a second plurality of graphics data from the memory;

placing a read pointer initially on the first plurality of graphics data at a start of the first address line;

blanking out one or more pixels of the first plurality of graphics data by placing the read pointer on the first plurality of graphics data at a location of the first address line after the blanked out pixels;

inserting the first address line of the first plurality of graphics data in front of the second address line of the second plurality of graphics data; and

displaying the first plurality of graphics data and the second plurality of graphics data starting at the read pointer such that one or more non-blanked out pixels of the first address line and one or more pixels of the second address line are displayed.

33. (New) The method of horizontally scrolling a display window to the right of claim 32, wherein the second address line of the second plurality of graphics data has a start point and an end point and wherein one or more pixels closes to the end point of the second address line are not displayed.

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34. (New) The method of horizontally scrolling a display window to the right of claim 33, wherein the number of the non-displayed pixels of the second address is equal to the number of the non-blanked out pixels of the first address line.

35. (New) The method of horizontally scrolling a display window to the right of claim 32, wherein the operation of blanking out one or more pixels comprise the operation of blanking out one or more bits of the address line.

36. (New) The method of horizontally scrolling a display window to the right of claim 35, wherein each pixel is comprised of a first number of one or more bits, wherein each of the first and second address lines comprises a second number of one or more bits, and wherein the first number is not greater than the second number.

37. (New) The method of horizontally scrolling a display window to the right of claim 36, wherein the first number of bits is selected from the group consisting of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits, and 32 bits.

38. (New) The method of horizontally scrolling a display window to the right of claim 37, wherein the second number of bits is selected from the group consisting of 16 bits, 24 bits, 32 bits, and 64 bits.

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39. (New) The method of horizontally scrolling a display window to the right of claim 32, further comprising the operation of receiving a header data packet that includes a numerical value for indicating a number of pixels to be blanked out prior to the operation of blanking out one or more pixels.

40. (New) A graphics display system comprising:  
an address line of a plurality of graphics data;  
a display engine for receiving the address line of the plurality of graphics data and converting the address line of the plurality of graphics data into a graphics window;  
a direct memory access module for transferring the address line of the plurality of graphics data from a memory to the display engine;  
a read pointer initially placed on the plurality of graphics data at a start of the address line; and  
wherein the display engine is capable of selectively blanking out one or more pixels of the plurality of graphics data by placing the read pointer on the plurality of graphics data at a location of the address line after the blanked out pixels.

41. (New) The graphics display system of claim 40, wherein a first non-blanked out pixel of the plurality of graphics data is a first pixel to be displayed.

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42. (New) The graphics display system of claim 40, wherein the memory access module does not transfer the blanked out pixels to the display engine.

43. (New) A graphics display system comprising:

- a first address line of a first plurality of graphics data;
- a second address line of a second plurality of graphics data stored;
- a display engine for receiving the first and second address lines and for converting the first and second plurality of graphics data into a graphics window;
- a direct memory access module for transferring the first address line of the first plurality of graphics data and the second address line of the second plurality of graphics data from a memory to the display engine;
- a read pointer initially placed on the first plurality of graphics data at a start of the first address line;
- wherein the display engine is capable of selectively blanking out one or more pixels of the first plurality of graphics data by placing the read pointer on the first plurality of graphics data at a location of the first address line after the blanked out pixels; and
- wherein, to scroll the graphics window to the right, the display engine displays one or more non-blanked out pixels of first address lines in front of one or more pixels of the second address line.

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44. (New) The graphics display system of claim 43, wherein the second address line of the second plurality of graphics data has a start point and an end point and wherein one or more pixels closes to the end point of the second address line are not displayed.

45. (New) The graphics display system of claim 44, wherein the number of the non-displayed pixels of the second address is equal to the number of the non-blanked out pixels of the first address line.

46. (New) The graphics display system of claim 45, wherein the blanked out pixels of the first plurality of graphics data are not displayed.